

Serial No.: 10/723,932

Attorney Docket No.: 2003P00078US

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**IN THE CLAIMS:**

This listing of the claims will replace all prior versions and listings of the claims in the application:

1. (Currently Amended) A telecommunications method, comprising:  
defining one or more system components as corresponding distributed modules using a module definition language;  
defining one or more function parameters for said one or more system components;  
implementing the function defined for the system component; and  
logging a result of said implementing; the module definition language including an MDLScript tag having attributes as set forth below:

<u>Attribute</u>	<u>Description</u>
<u>Name</u>	<u>Name of the module.</u> <u>If not specified, the default name is constructed from the</u> <u>hostname and the port number</u>
<u>Port</u>	<u>Port number on which the module will be listening for new</u> <u>messages.</u> <u>Each module requires a different port number.</u>
<u>Threads</u>	<u>Number of threads that will be used in this module.</u> <u>Current version supports ThreadPooling, where the</u> <u>Operating System allocates the threads</u>

2. (Previously Presented) A telecommunications method in accordance with claim 1, wherein said defining said one or more system components and said one or more function parameters are implemented on a plurality of systems.
3. (Original) A telecommunications method in accordance with claim 1, wherein said one or more function parameters comprise CPU delay.

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4. (Original) A telecommunications method in accordance with claim 1, wherein said one or more function parameters comprise CPU load.

5. (Currently Amended) A telecommunications system, comprising:  
a network;

one or more network devices coupled to said network; and

a modeling system for modeling functions of said network and said one or more network devices, said modeling system adapted to be distributed among said one or more network devices using modules defining real-time system components; the modules defined in a module definition language including an MDLScript tag having attributes as set forth below:

<u>Attribute</u>	<u>Description</u>
<u>Name</u>	<u>Name of the module.</u> <u>If not specified, the default name is constructed from the</u> <u>hostname and the port number</u>
<u>Port</u>	<u>Port number on which the module will be listening for new</u> <u>messages.</u> <u>Each module requires a different port number.</u>
<u>Threads</u>	<u>Number of threads that will be used in this module.</u> <u>Current version supports ThreadPooling, where the</u> <u>Operating System allocates the threads</u>

6. (Original) A telecommunications system in accordance with claim 5, said modeling system adapted to be distributed among a plurality of said one or more network devices.

7. (Original) A telecommunications system, in accordance with claim 6, said modeling system adapted to model one or more system components using an XML-based model definition language.

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8. (Original) A telecommunications system in accordance with claim 7, said modeling system including one or more modules, each module defining a system component.

9. (Original) A telecommunications system in accordance with claim 7, wherein said modeling system models system delay.

10. (Original) A telecommunications system in accordance with claim 7, wherein said modeling system models system load.

11. (Currently Amended) A telecommunications system, comprising:  
a network;

one or more network devices coupled to said network; and

a modeling system for modeling functions of said network and said one or more network devices, said modeling system defining modules adapted to be distributed among said one or more network devices, said modeling system including an XML-based modeling language for defining said modules, each including models of one or more system components; the modules defined in a module definition language including an MDLScript tag having attributes as set forth below:

<u>Attribute</u>	<u>Description</u>
<u>Name</u>	<u>Name of the module.</u> <u>If not specified, the default name is constructed from the</u> <u>hostname and the port number</u>
<u>Port</u>	<u>Port number on which the module will be listening for new</u> <u>messages.</u> <u>Each module requires a different port number.</u>
<u>Threads</u>	<u>Number of threads that will be used in this module.</u> <u>Current version supports ThreadPooling, where the</u> <u>Operating System allocates the threads</u>

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12. (Original) A telecommunications system in accordance with claim 11, further including a directory defining a name and parameters of other modules being modeled by said system which a given module needs to work with.

13. (Original) A telecommunications system in accordance with claim 12 said modules including a loop module for modeling a non-real-time component.

14. (Original) A telecommunications system in accordance with claim 13, one or more modules defining a CPU load.

15. (Original) A telecommunications system in accordance with claim 13, one or more modules defining a system delay.